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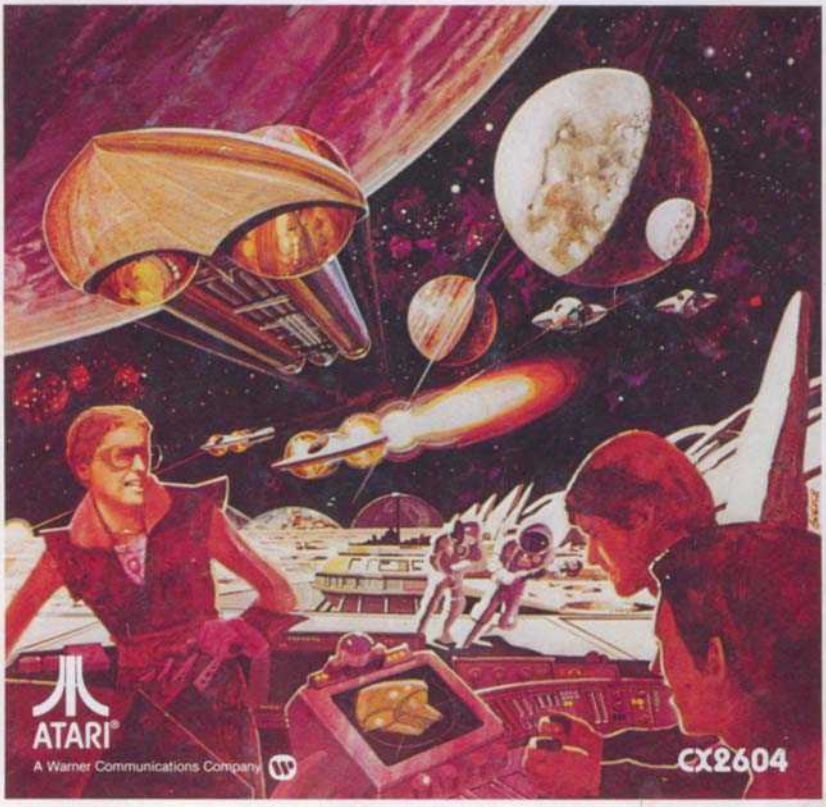
SPACE WAR

ATARI® GAME PROGRAM™ INSTRUCTIONS



COMPLETE GAME PLAY INSTRUCTIONS

ONE AND TWO-PLAYER GAMES

GAME SELECT MATRIX
Section 8

NOTE: Always turn the console **POWER** switch **OFF** when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.

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1. GAME PLAY

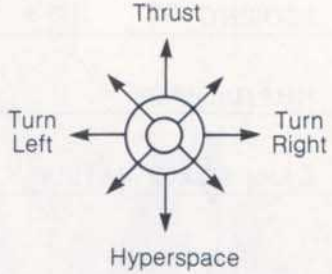
The SPACE WAR Game Program™ cartridge features two games: SPACE WAR and SPACE SHUTTLE. SPACE WAR games are for two players only. The objective is to score points by blasting your opponent's Star Ship with missiles, as you battle in outer space. SPACE SHUTTLE has games for one and two players. The object is to connect your Star Ship with the Space Module and score points. *See* GAME VARIATIONS, *Section 5 for more detailed descriptions of these two games.*

2. USING THE CONTROLLERS

Use your Joystick Controllers with this ATARI® Game Program cartridge. Be sure the Joystick Controller cables are firmly plugged into the CONTROLLER jacks at the back of your ATARI Video Computer System™ game. For one-player games, use the Joystick Controller plugged into the RIGHT CONTROLLER jack. Hold the Joystick with the red button to your upper left, toward the television screen. *See Section 3 of your owner's manual for further details.*

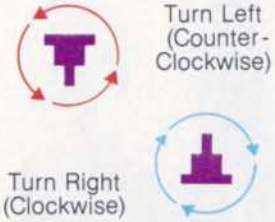
CONTROLLING YOUR SPACESHIP

Just like learning to drive a car, it takes a bit of practice to learn how to control your Star Ship during SPACE WAR and SPACE SHUTTLE games. The following exercises will help you gain proficiency in controlling your Star Ship. Game 14, a SPACE SHUTTLE game, is an excellent practice field.



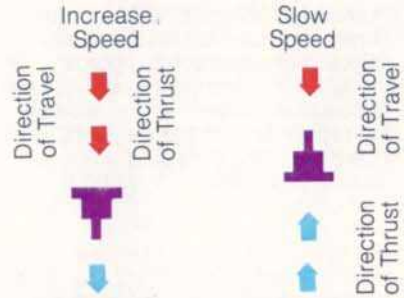
EXERCISE 1

After cycling to Game 14, push the GAME RESET button. Push the joystick to the left; your Star Ship will rotate counterclockwise (left). Push the Joystick to the right; your Star Ship will rotate clockwise (right). Practice rotating your Star Ship in both directions. Notice how the Star Ship looks when it is in each position.



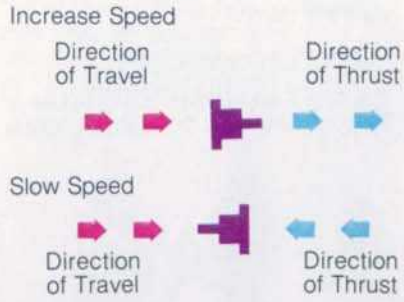
EXERCISE 2

Push the GAME RESET button. By pushing the Joystick forward (towards the television screen), give your Star Ship three quick short bursts of "thrust". Notice that your Star Ship is now travelling in a forward motion towards the bottom of the playfield. By turning the Star Ship either clockwise or counter clockwise, turn the Star Ship so it is facing away from the forward motion. Give the Star Ship three short quick bursts of thrust. Your Star Ship will slow almost to a stop. Push the GAME RESET and try again. Practice this exercise until you can stop the Star Ship completely.



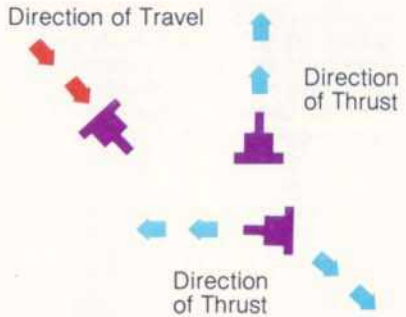
EXERCISE 3

Push the GAME RESET button. Turn your Star Ship so it is facing to your right. Give your Star Ship continuous "thrust" by pushing the Joystick forward and holding it in position. When the Star Ship is travelling rapidly across the playfield, turn your Star Ship in the opposite direction of travel and push the Joystick forward, giving your Star Ship reverse "thrust". Your Star Ship will slow. Practice this exercise until you can bring your Star Ship to a complete halt.



EXERCISE 4

Push the **GAME RESET** button. Turn your Star Ship so it is facing to your right and down (approximately 45°). Give your Star Ship continuous "thrust" until it is moving rapidly across the playfield. Alternate using horizontal "thrust" and vertical "thrust" to bring the Star Ship to a near standstill in the middle of the playfield. After mastering the above exercises, you should be an experienced Star Ship captain, ready to do battle among the stars.



3. CONSOLE CONTROLS

GAME SELECT SWITCH

Use the **GAME SELECT** switch to select the game number you wish to play. The game number changes on the top left side of the screen as you press the switch down.

GAME RESET SWITCH

When you have selected the game number you wish to play, press down the **GAME RESET** switch to start the game.

DIFFICULTY SWITCHES

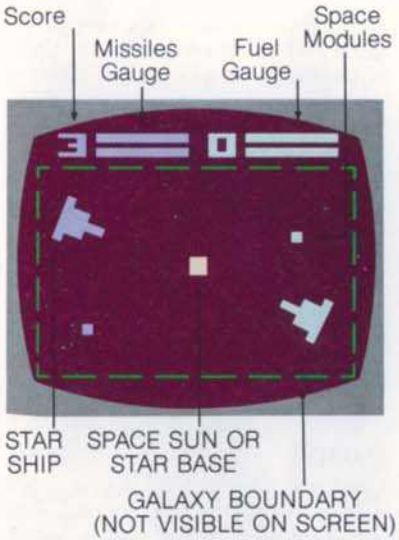
The **LEFT** and **RIGHT DIFFICULTY** switches must be in the **B** position during all **SPACE WAR** games. In **SPACE SHUTTLE** games, slide the **DIFFICULTY** switch to **A**, and you must exactly match your Star Ship's velocity to a Space Module's velocity. In the **B** position, your Star Ship does not have to travel at the same speed to dock with the Space Module.

TV TYPE SWITCH

Set this switch to **COLOR** if you have a color television set. Set it to **B-W** to play the game in black and white.

4. SPACE GLOSSARY

SPACE WAR and **SPACE SHUTTLE** game playfields are characterized by different "galaxy" variations. The following descriptions will tell you what to expect when a game features any of these variations.



GALAXY BOUNDARY

In some games your Star Ship cannot penetrate the playfield boundaries and will instead bounce off the edges.

WARP DRIVE

Move your Star Ship off one edge of the Galaxy Boundary and it will go into Warp Drive and reappear on the opposite side. For example, move your Star Ship off the right edge and it will reappear on the left edge.

SPACE SUN

Fight the pull of gravity from the sun in the center of the Space Galaxy. In some games your Star Ship will explode from exposure to the extreme heat and reset to the starting position.

HYPERSPACE

Pull your Joystick towards you. Your Star Ship goes into Hyperspace and becomes invisible. When in Hyperspace, your Star Ship uses more fuel. It is impossible to fire your missiles or to be hit by your opponent's missiles or to collide with the Space Sun while in Hyperspace. To make your Star Ship drop out of Hyperspace and reappear, pull the Joystick towards you.

STARBASE

Make contact with the Starbase at the center of the galaxy to refuel and resupply your missiles. Your missile and fuel gauges at the top of the playfield will reflect resupplies as your Star Ship resets to the starting point.

5. GAME VARIATIONS

Space War Games

You and your opponent blast off into space. Each player controls one Star Ship with the Joystick Controller. The object is to score points by shooting your opponent's Star Ship with missiles fired by the red button on your Joystick Controller. Aim the nose of your Star Ship in the direction you want to fire.

SPACE WAR games last ten minutes or until one player scores ten points. Players' scores appear at the top of the playfield and are color coordinated with the Star Ships.

The two lines to the right of your score refer to fuel and missile supply. The top line is the fuel gauge; the bottom line is the amount of missiles remaining. Each player begins with eight missiles. Once the arsenal is depleted, the game will automatically reset each player with eight more missiles ONLY when both players are out of missiles.

In most SPACE WAR games, fuel cannot be resupplied. *(See Section 5,* GAME VARIATIONS, *for a complete description of each Space War game.)*

GAME 1

It's war in space as two players attempt to score 10 points first. You have Galaxy Boundaries in this game.

GAME 2

Engage in combat in a galaxy which features Galaxy Boundaries and Hyperspace.

GAME 3

Oppose your space opponent in a galaxy which has Warp Drive. Use Hyperspace as a defensive move.

GAME 4

The Space Sun in the center of this galaxy exerts gravity during combat. Avoid your opponent or collision with the Space Sun by using Hyperspace. You also fight within Galaxy Boundaries.

GAME 5

The Space Sun, Warp Drive, and Hyperspace are the features of the galaxy playfield.

GAME 6

You can refuel and receive more missiles at any time during this game. Steer your Star Ship to the Starbase. This galaxy also features Galaxy Boundaries and Hyperspace.

GAME 7

Steer your Star Ship to the Starbase at any time during the game to refuel or receive more missiles. This galaxy also features Warp Drive and Hyperspace.

ATARI® GAME PROGRAM™ INSTRUCTIONS

Space Shuttle Games

The object is to connect your Star Ship with the Space Module, and score. The recommended strategy is to first match your Star Ship's speed to the Space Module's speed. Then slowly maneuver your Star Ship towards the Space Module. During Shuttle games the Star Ships have an unlimited supply of fuel.

In one-player games, you control one Star Ship with the left Joystick Controller and compete against the clock. You have ten minutes to score a maximum ten points. During two-player games each player maneuvers his Star Ship to score. In two-player games with two Space Modules, the target Space Module will be the same color as your Star Ship. The first player to score ten points or the most points in ten minutes wins.

GAME 8

Two players each control one Star Ship and attempt to connect with the Module which is color coordinated with the Ship. Warp Drive is present in this galaxy.

GAME 9

Two players each control one Star Ship and compete to connect with the same Space Module. This galaxy features Warp Drive.

GAME 10

Each player controls a Star Ship and attempts to connect with the color coordinated Space Module. A Space Sun and Warp Drive add extra dimension to the strategy you will use.

GAME 11

Each player controls a Star Ship and attempts to connect with a color coordinated Space Module. This galaxy has a Space Sun and Galaxy Boundaries.

GAME 12

Galaxy Boundaries characterize this galaxy. Each player controls a Star Ship and attempts to connect to the same Space Module.

GAME 13

Each player controls a Star Ship and attempts to connect with the Space Module that is color coordinated to the Star Ship. Galaxy Boundaries are featured.

One-Player Games

GAME 14

One player controls a Star Ship and attempts to connect with the Space Module. This galaxy features Warp Drive.

GAME 15

A Space Sun and Warp Drive characterize this space galaxy. One player steers the Star Ship to connect with the Space Module.

GAME 16

One player controls a Star Ship and attempts to dock it with the Space Module. Galaxy Boundaries characterize this playfield.

GAME 17

A Space Sun and Galaxy Boundaries could affect one player's strategy to connect the Star Ship with the Space Module.

6. SCORING

During **SPACE WAR** games (1 through 7) you score one point when your opponent's Star Ship explodes. A Star Ship will explode when:

- A direct hit is made by firing a missile.
- The Star Ship collides with the Space Sun (games 4 and 5).
- The Star Ship runs out of fuel while in Hyperspace (games 2 through 7).
- The Star Ship tries to enter Hyperspace when out of fuel (games 2 through 7).

In one and two-player **SPACE SHUTTLE** games (8 through 17) one point is scored each time the Star Ship is successfully docked with the Space Module. You have ten minutes to score a maximum ten points.

7. HELPFUL HINTS

After you master controlling your Star Ship, you're ready to develop game strategy. The following tips should help you begin your competitive strategy for **SPACE SHUTTLE** and **SPACE WAR** games.

SPACE WAR

- Change your Star Ship's position as soon as the game is in the Start position. The initial location of the two Star Ships makes it easier for players to score a direct hit.

- Keep close surveillance on your opponent's missile supply gauge. Plan your shots so that your opponent depletes his missile supply first, leaving no defense against your missiles.
- Note that missile supplies are automatically replenished only when BOTH players have used all their missiles. Use this feature to your advantage when these three variables occur at once:
- Your opponent has no remaining missiles.
- You have remaining missiles.
- You are playing in a galaxy with a Starbase.

Leave your opponent without a chance for resupplying missiles by obtaining all of your missiles at the Starbase BEFORE your supplies are completely depleted.

SPACE SHUTTLE

- The easiest way to match your Star Ship's speed with the Space Module speed is to first, stop your ship. Point it in the direction the Module is traveling. Apply thrust until the Star Ship and the Space Module are moving at the same speed. Then move the Star Ship towards the Space Module.
- To efficiently make your Star Ship contact the Module:
- Your Star Ship must travel at the same speed as the Space Module.
- Your Star Ship must travel in the same direction as the Space Module.

Now point your Ship at the Module and apply thrust.

8. GAME SELECT MATRIX

	Space War							Space Shuttle									
Game Number	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
No. of Players	2	2	2	2	2	2	2	2	2	2	2	2	2	1	1	1	1
Single Module																	
Galaxy Boundary																	
Warp Drive																	
Space Sun																	
Hyperspace																	
Starbase																	

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